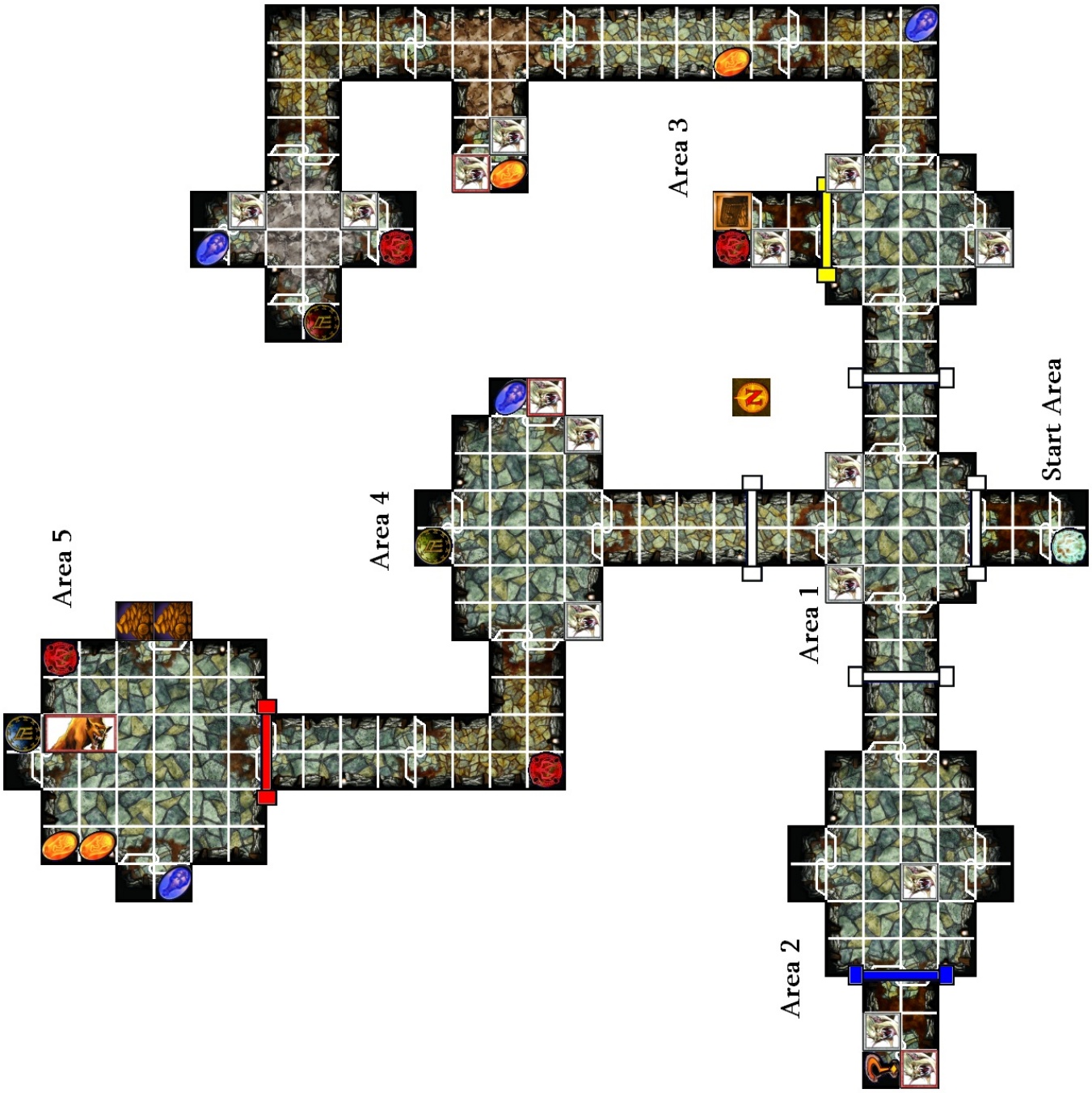

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Final Exam

By Jon Lahtinen

Quest Background

For years now you have trained in Ad'Bliss' School of Heroes, the school which has trained such heroes as Achiléus, Bor'Mir and S.T.Rider. Now is your final exam. For weeks you have heard rumors of how dangerous the test will be this year. Some first year students claims to have seen several Dragons being delivered to the dungeon a few nights ago. In about one hour it is your groups turn so now is the time to get your equipment. In the distance you can hear the screams of pain from the first group that entered the dungeon.

Quest Goals

Your task sounds simple. You are to enter the school's dungeon and bring back your graduation medallions. But as the porticullar to the dungeon opens and the smell of death comes upon you, you get the feeling that this will be far from simple. After all the previous group did not make it. This is it. This is your time to prove yourself worthy.

The copper chest in this quest contains one copper treasure each for the heroes and 100 gold, plus 1 curse.

Start Area

The porticullar closes behind you and the darkness closes in on all sides. The air in here is moist with the metallic taste of blood.

Area 1

As you open the door a raw smell of wild animal strikes you. In the middle of the room lies the decapitated corpse of Frodir, the halfling thief from the last group, and in the northern corners you see two large beastmen feasting on the poor soul's head.

Area 2

Here lies the bodies of three beastmen newly slain together with a human warrior with a torn open breast. Towering over the bodies stands a beastman with blood smeared all over his hands and face.

If a hero finishes his movement on the trigger mark

In the corner hangs your graduation medadallions, you grab them and quickly makes for the exit. Congratulations you are now fully graduated Heroes of Ad'Bliss School of Heroes.

You gain four conquest tokens.

Area 3

From the ceiling hangs the body of the elf in the last group, his throat ripped open by sharp fangs. In the room you see two beastmen staring hungrily at you and from the corridor beyond you can hear several more beastmen lurking.

Area 4

The area ahead of you lies dark and quiet, almost too quiet. You see something shiny in the corner, its the golden rune.

Area 5

A Hellhound lays its red gaze upon you and growls viciously. So this is what they thought to be Dragons, not as dangerous perhaps but still very lethal.

The Hellhound here is The Hellhound From Hell (nice name huh!), it has the same stats as a master Hellhound except it has 3 additional wounds and 1 more in armor.

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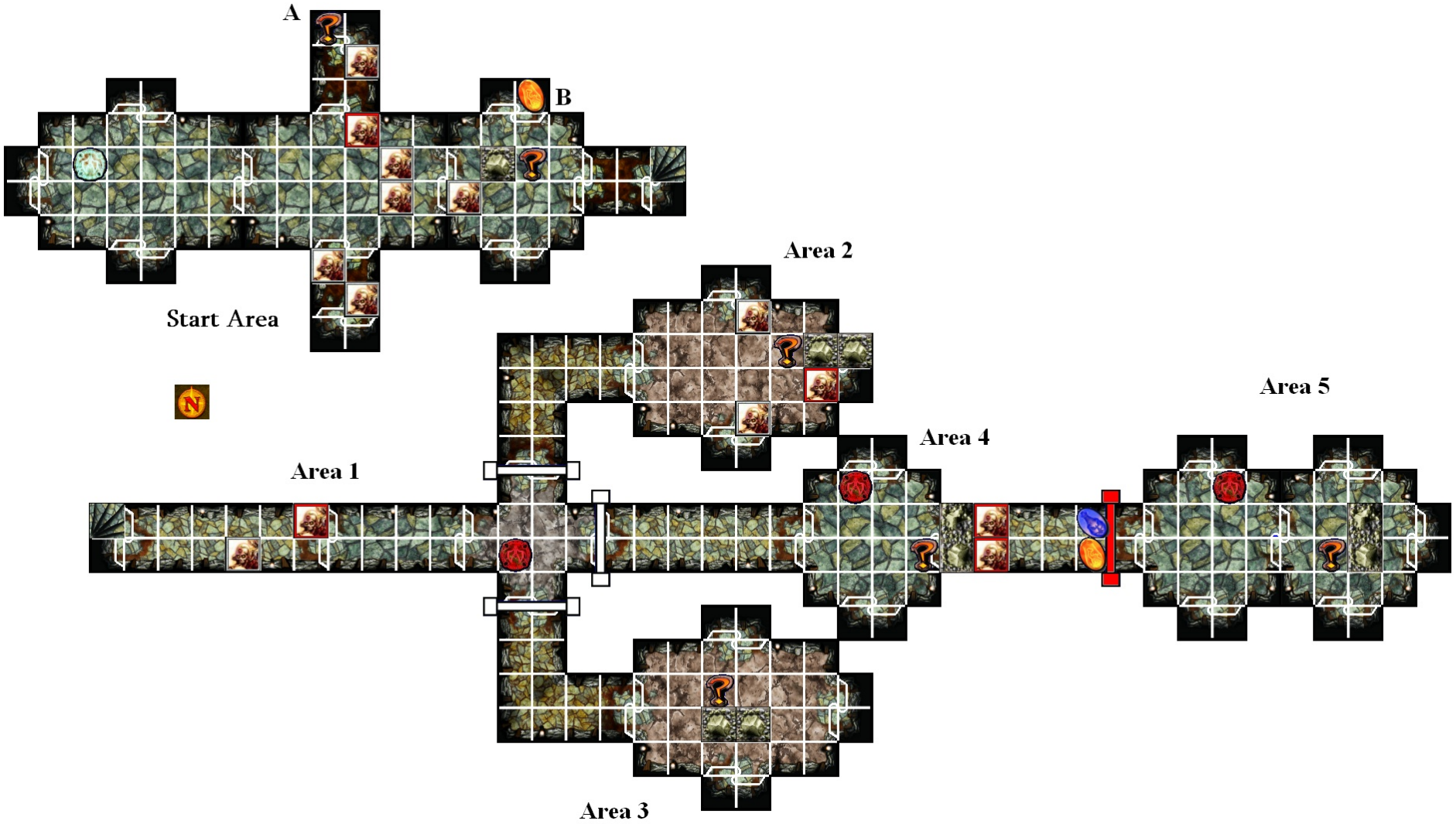

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Fan Created Scenario.

The Crypt

By Jon Lahtinen

Quest Background

As you are newly graduated heroes the school has provided you with your first assignment, just as tradition bids. Two days north of the school lies the small village of Gristran where they are havig quite a problem with their dead, or more truly their undead. In and around the church the dead walk again and they are not friendly ghosts but more of the armed and dangerous skeletons type. And as if that wasn't enough children are disappering at night and people claims to have seen a shadowy figure leaving the crypt at night.

Quest Goals

It is clear that what has struck Gristran is the curse of the Vampire. And as every hero know the only way to defeat a Vampire is by confronting it at dusk before it leaves it's crypt, decapitate it and filling the throat of it with garlic. So just as the sun sets in the horizon you enter the church.

Start Area

The church door slams shut behind you and you light your torches. You hear movement from somewhere ahead and as you gaze into the darkness of the church's main hall you can see several red eyes looking back at you. And far in the back you can see the pulpit toering above the church's unholy inhabitants.

If a hero ends his movement on the trigger labeled A

Inside a small cupboard in the corner you find four dusty healing potions.

If a hero ends his movement on the trigger labeled B

As you stand by the pulpit you can hear the sound of movement behind you and you turn round. Up from the crypt comes a horrifying sight, it is the walking corpse of the priest leaving bloody footprints on the floor as he proceeds towards you.

Spawn the priest next to the stairs (even though he is visible to the heroes), use a master Beastman model. The priest is the same as a master Beastman but also has the skill Undying.

When the heroes kill the priest

As the priest's corpse fall to the floor and slowly turn to dust you can hear a sigh of relief echo through the church. You gain three conquest tokens.

Area 1

As you carefully descend the stairs down to the crypt you can hear the sound of dead bones moving against stone. You ready your weapons and remember your first lesson back at Ad'Bliss "Offense is the best defense".

Area 2

Someone or something has broken down the door to this crypt recently and as you enter you are met by a few rats who seem very eager to leave. From inside the crypt you sense the smell of rotting flesh.

If a hero ends his movement on the trigger

Inside the broken chest you find two vitality potions.

Area 3

The incription on the wall here seems very old and you can barely make ou the words "Family tomb of the Von..." which Vons is erased. The tomb is dead silent and seems deserted, perhaps this is the Vampires lair.

As a hero ends his movement on the trigger

This chest must surely be the resting place of the Gristran Vampire. You get your stakes ready and slowly push the lid off the stone coffin. Empty. But wait, what is that shimmering in the corner. As you reach down into the coffin you suddenly hear a noise, you look up and find yourself surrounded by the tombs original owners.

Spawn three Skeleton Archers and one Skeleton Master inside the room, you can spawn them there even if they're visible to the heroes.

When the heroes have killed the Skeletons spawned in the room place out the trigger mark once more.

As a hero ends his movement on the trigger

Whith the undead spirits of this tomb released you finally reach down into the coffin and claim your find.

The coffin contains one copper treasure each for the heroes, the red rune key, 100 gold pieces and two conquest tokens.

Area 4

The air in here is dry and dust whirls up as you thread deeper into the crypt. Not a sound can be heard and you can almost taste the tension. The corridor leading forward is blocked by a large sliding stone.

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As a hero ends his movement on the trigger

With a large effort you roll the stone to the side and find yourself staring right into the eyes of two newly awakened corpses.

Remove the rubble blocking the corridor

Area 5

As you enter the heart of the crypt you can smell the newly spilled blood in there. A gigantic stone chest is placed in the inner parts of the room. Two small children lie in one corner holding eachother, at a quick glance they seem to be sleeping but their torn open throats tell otherwise.

As a hero ends his movement on the trigger

The inscription on the chest reads "Anne Rice - Beloved wife, missed mother. Now she sleeps forever." The lid bears traces of recent movement and you brace yourself before removing it only to reveal.... nothing. The chest is empty...

"How dare you interrupt me in my eternal sleep?" a voice like metal grinding on stone says from the entrance to the room. You turn and see a beautiful young woman standing in the doorway looking at you. She stares at your stakes with disgust and begins to speak once more. "So you thought you would kill me, sorry but I'm already dead. And now you die too" With that she grins and you can see the sharp fangs behind her thin pale lips.

Spawn Anne Rice the Vampire in the doorway to the room, you can use the Lyssa hero figure. The Vampire has the same stats and ability as the hero Lyssa plus the ability Undying.
Anne Rice has the Weapon Mastery Skill and the following equipment:
Ghost Armor
Leather Armor
2x Daggers
2x Vitality Potions

By killing Anne Rice the heroes gain four conquest tokens.
As the heroes manages to kill Anne Rice.

With a scream that starts in pain but ends in a sigh of relief the Vampire falls to the floor holding the stake that has pierced her heart. Just as you rush forward to quickly decapitate the woman and stuff the throat with garlic she starts to fall apart and turn to dust. You return to your old master at Ad'Bliss to recieve the reward for your first accomplished quest. A total of 300 gold pieces to share.

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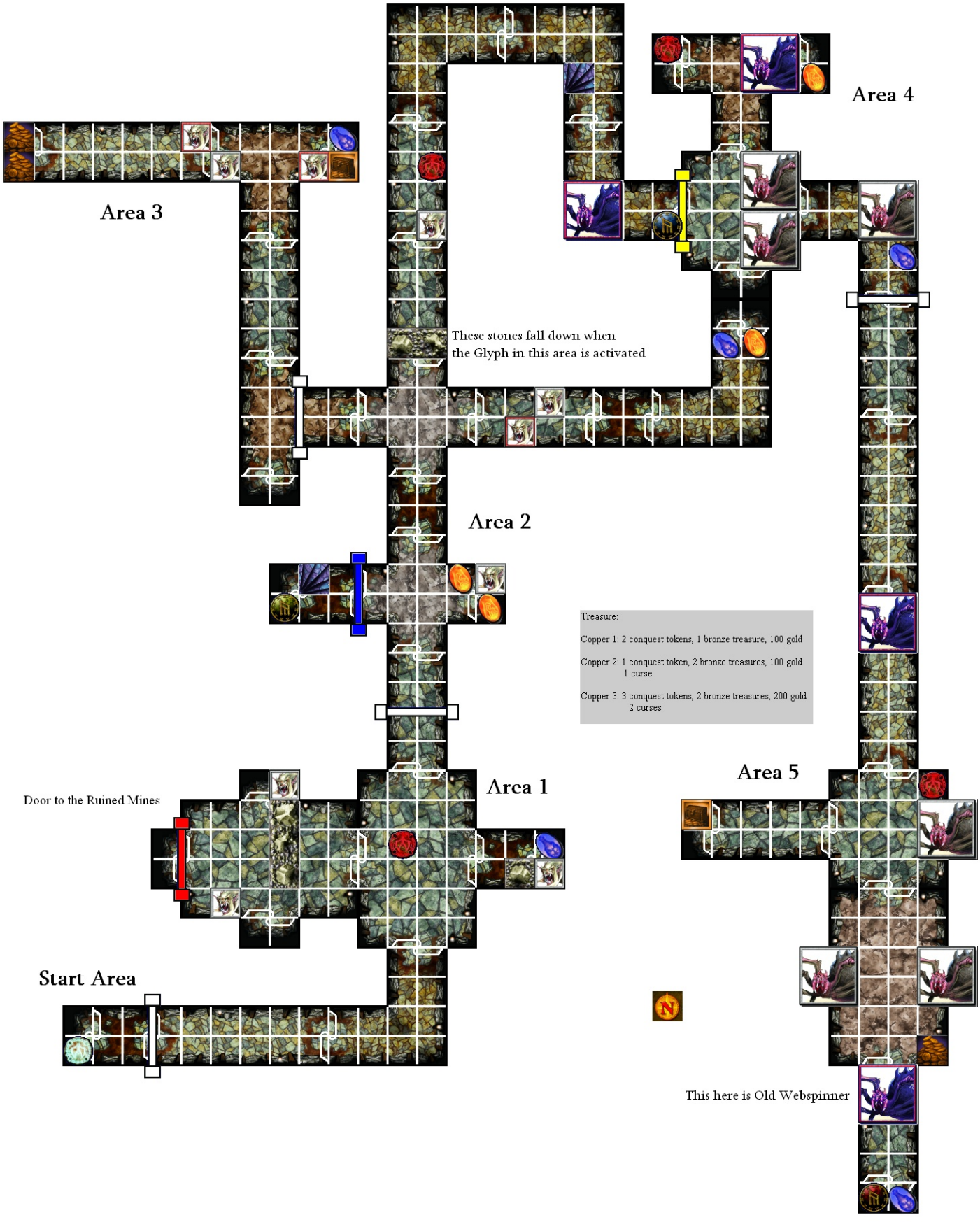
Area 4
Area 3
These stones fall down when
the Glyph in this area is activated
Area 2
Treasure:
Copper 1: 2 conquest tokens, 1 bronze treasure, 100 gold
Copper 2: 1 conquest token, 2 bronze treasures, 100 gold
1 curse
Copper 3: 3 conquest tokens, 2 bronze treasures, 200 gold
2 curses
Area 5
Door to the Ruined Mines
Area 1
Start Area
This here is Old Webspinner

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Spider Cave

By Jon Lahtinen

Quest Background

After a good nights rest in the school's guest wing your former master summons you to join him for breakfast. Between a large chunk of cheese and the leg of a turkey he tells you the reason for gathering you. "Just before you came back yesterday we got disturbing news from the east", he says while tearing off a large peice of the turkey, "The Order Of The Flame, a group of evil doing magicians, are cooking up something in the Ancient Temple Of Ptgahn" ..... "and it ain't supper if you know what I mean"
He waves his hand to one of the servants standing, and you get served warm pints of lager. "We think they're trying to find a way to summon up Ptgahn the ancient death god who sleeps beneath the mountain. And of course we have to interfere" He stops for a moment to lick the turkey bone clean. "You are to leave for the mountain right after this meal is finished, there lies a small town on the way where you can supply for this oh so dangerous task" .... "To get to the Temple you will need to descend through the Old Barley Mines. I don't know about the lower parts of the Mine but the entrance at least is nowadays inhabitated by Beastmen but that shouldn't be a problem for you. And later on when you return after quelching The Order's devilish plans you will become masters here at the academy." He tosses you a map with directions to the Mine entrance and then send you away with a wave of the hand.

Quest Goals

After buying what you need in the small town of Bushmill you have now reached the entrance of the Mine, although more of a cave by the looks of it. The townsfolk told you that there might still be some operational travelling glyphs in the Mine that could take you straight to town hall for re-supplying.

Start Area

Probably your map was correct after all, even though it seemed to be just a cave from the outside, the walls here are definitedly made by man and in front of you is a rusty old door.

Area 1

A strong smell of wild beasts is coming from beyond the corridor you're facing and you can hear the typical sounds of Beastmen coming from inside the Mine.

The quest is finished when the Heroes open the red door and travel deeper into the ruined Barley Mines.

Area 2

A long dark corridor strecthes to the north from where you're standing. After the second crossing you can see some old webs covering the walls. The Mine entrance must have been the nest of Giant Spiders before the Beastmen claimed it as theirs.

The rubble in this Area should not be placed just yet.
As a Hero activates the Glyph here.

The Glyph flickers in bright light and then flashes a beam of light into the ceiling before darkening to the warm glow that you're used to seeing in an activated Glyph. With a loud crack the ceiling gives way and crashes down behind you.

Now you place the rubble. Any hero standing where the rubble is to be placed has to move to any square next to it and suffer three wounds (disregarding armor)

Area 3

The old sign on the door says "Storage room", perhaps there are stuff left here that you can use. Or maybe even better, there could be stuff here that you can sell.

Area 4

The room here is crawling with spiders. A few great ones but mostly just the small annoying kind that gets inside your armor and give those red itchy bitemarks. And web all over the place, it is hard to move around without getting it in the hair, beneath your clothes, everywhere.

Area 5

This seems to be the lair of the Giant Spiders, you can see several dead Beastmen hanging like web cocoons from the ceiling and further down the cave you see a large area filled with eggs, there must be at least fifty more Giant Spiders just waiting to hatch down there. Unfortunately you also see the mother of all the Spiders, gigantic, black and very vicious. Dark green poison drips from the fangs of the old spider as she slowly moves towards you, and to her aid you see several Giant Spiders crawling out from the corners.

Old Webspinner is just like any regular Master Bane Spider except that she has double life and two extra armor value, plus the Command ability.
By killing her the Heroes gain three conquest tokens.

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